"those enduring matinee idols"

A CHRONOLOGICAL LOOK AT SOUND SERIALS (1929 - 1956)

CHAPTER 14
DEC., 1971 - JAN., 1972
VOLUME 2 - NUMBER 4

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Republic Pictures brought Chester Gould's granite-jawed detective *Dick Tracy* back to the screen in 1938 in DICK TRACY RETURNS, with Ralph Byrd once again proving that he was the perfect embodiment for the famous character. (In photo above, it is obvious that Byrd did do *some* of his own stuntwork.)

For 15 episodes, Tracy battled a family of criminals — *Pa Stark* and his equally evil sons. Just as Byrd found skillful evil in Bela Lugosi in SOS COAST GUARD (pg. 124), he found himself up against an opponent equally contemptible. Charles Middleton took time off from his depredations on the planets Mongo and Mars to portray the nefarious *Pa Stark*. He was ably backed up by *Stark's* murderous sons: *Champ* (John Merton); *Trigger* (Raphael Bennett); *Dude* (Jack Roberts); *Slasher* (Jack Ingram) and *The Kid* (Ned Glass).

As in the first Tracy serial (covered in TEMI #4 thru #7), the only other character actually from the comic strip was *Junior* (Jerry Tucker). Working with Tracy in his screen capacity as FBI agent were Lynn Roberts as Tracy's secretary *Gwen*, and Michael Kent as *Steve Lockwood*, Tracy's aide. Also receiving featured billing was Dave Sharpe as *Ron Merton*, a new FBI agent working with Tracy. While Sharpe's billing was such warranted to a character appearing throughout the entire serial (or certainly the bulk of it), the screenplay had Sharpe being killed off 2/3rds of the way thru episode one.

Lee Ford took over Smiley Burnette's role of *Mike McGurk* (with the character still as dumb as ever, making a viewer wonder how he ever made the FBI).

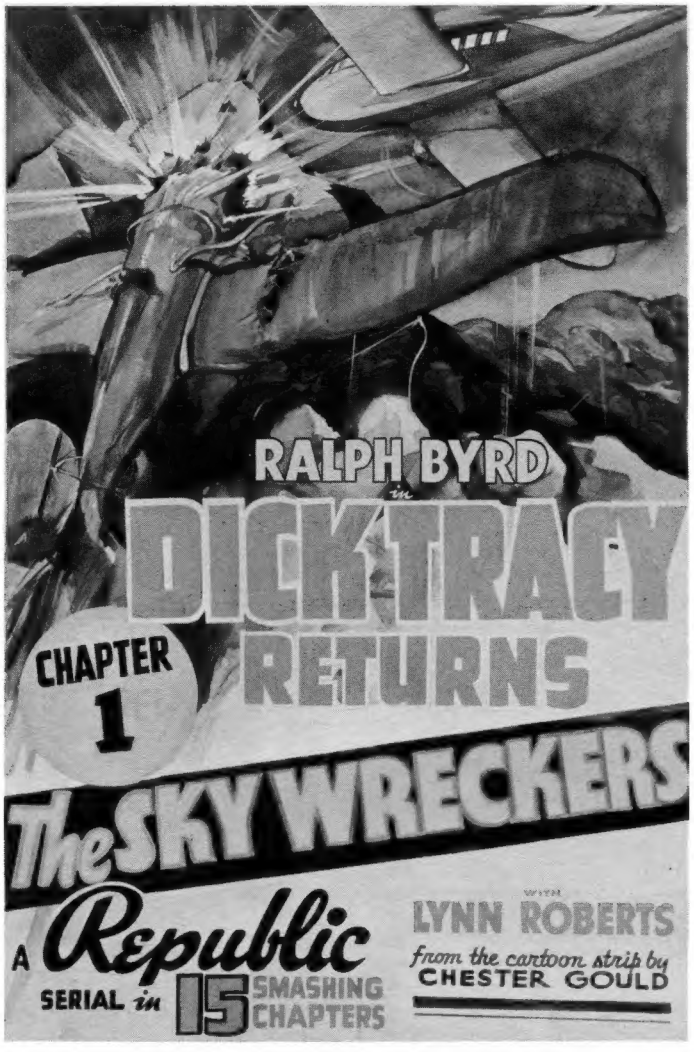
Lynn Roberts later had her name changed to Mary Hart when she appeared in features. That was of short duration. She reverted to her original name, only an "e" was added: Lynne Roberts, and this is how she was billed when the serial was re-released ten years later.

The cliffhanger and escape of episodes 1 and 2 served in stock for episodes in MYSTERIOUS DR. SATAN; the tank sequence of chapter 3, and the cliffhanger of chapter 8, were used as stock for cliffhangers in DICK TRACY VS. CRIME, INC. and KING OF THE TEXAS RANGERS, respectively. And the tank sequence was seen again in ZOMBIES OF THE STRATOSPHERE (episode one).

TEMI wishes to express appreciation to several who submitted photos to help us illustrate this story: ERIC HOFFMAN, JIM STRINGHAM, "PARKY" PARKHURST and ANGEL GUTIERREZ.

(Continued on next page)

MASTHEAD: Two of the greatest stuntmen in the business—Tom Steele and Dale Van Sickel.



Adaptation of Serial for TEMI by
ERIC HOFFMAN and BOB MALCOMSON

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THE PLOT begins with Dick Tracy and Ron Merton, a recent graduate from the FBI academy in Washington (and Tracy's new aide) flying from Washington to the West Coast to go after Pa Stark, one of the most ruthless criminal brains in the underworld. Stark has been recently paroled, but is quick to return to his nefarious deeds. Making up part of his gang of ruthless killers is his own family—five sons: Champ, Slasher, Dude, Trigger and The Kid.

Arriving at FBI headquarters on the Coast, Tracy is joined by other aides, Gwen, and Steve Lockwood. Ron's first assignment is to ride guard on an armored truck carrying half a million dollars. Stark's plotting enables the gang to stop the truck with gas bombs. But Merton, donning a gas mask, is able to survive the gas and surprises the thugs. In the ensuing battle, he is wounded, and the heavies escape with the money. Merton comes to and proceeds to go after the Starks, but The Kid doubles back, commandeers a taxi and forces the driver to stop by Ron. He then viciously shoots the FBI agent. Tracy, on his way to rendezvous with Merton to complete the armored truck assignment, finds his protege's body. He also apprehends The Kid. The driver of the taxi agrees to testify against young Stark. Tracy makes a grim vow that the underworld will remember the day Ron Merton died.

Fearing that the Starks will try to eliminate his witness before he can testify against The Kid, Tracy makes arrangements to fly the driver out of town in a transport plane, with Steve accompanying him. Stark manages to learn of the plan and he and his boys go to the airport and sabotage the radio beam so that the plane will crash into the mountains. Arriving at the airport, Tracy runs into Pa Stark and his minions. A battle ensues during which Stark gets away. Learning of the plot to wreck the transport ship, Tracy takes off in a small plane and catches up with the transport over the fog-shrouded mountains. Using the signal lights on his aircraft, Tracy blinks out a message warning the transport's pilots of their danger. The larger plane elevates in time to avoid a crash, but Tracy is too late to pull his ship out of the path of a mountain. His plane crashes and bursts into flames!

In chapter two, Tracy is able to see his peril in time and *bails out* before his ship crashes into the mountain. [Editor's Note: The mock-up crash shown on page 187 never did occur in the serial.]

While making his way back to town, Tracy comes upon the mountain hideout of the Stark gang and has his first clue: a pair of pliers. FBI scientific methods enable Tracy to trace the tool to the Mid-City Garage. There, Tracy finds that Stark is running another criminal venture, a stolen car racket. Stark and his boys return while Tracy is searching the premises, and a battle is on. Tracy is trapped in a paint removal room where ether is used to remove old paint from cars before a new coat is applied. Rendered unconscious by the fumes, Tracy is put in a car by Stark and his sons, who plan to arrange an "accident" for him. The car is sent down a long, winding ramp. Then it reaches a straightaway and careens into a crowded city street where it collides with a truck!

Tracy, however, regains consciousness and leaps from the car moments before the collision.

Contacting Steve at FBI headquarters, Tracy orders agents to raid the garage. But he soon discovers the Starks have fled. However, a clue is found by Steve: a piece of paper with the name Zarkoff written on it. Tracy learns that Stark and Zarkoff are planning to steal an Army tank which is equipped with a new radio remote control device. Tracy and Steve head for the railroad station where they come upon the Starks. The heavies take over a train and pull out with it. Steve manages to leap aboard a freight car of the train, but is overpowered by the heavies and handcuffed to the brake wheel on the car. Tracy commandeers the Army tank and pursues the train, catching up to it after the Starks have abandoned the engine, leaving the train running wild. Tracy transfers aboard the train so it won't collide with an oncoming locomotive. But as Tracy works to free Steve, the train they are on plunges off the track into a ravine!

The two G-men are able to jump before the train crashes. In the ensuing episodes, Tracy and his aides battle Stark and his gang in new plots: threatened destruction of a valuable telescope lens; an attempt to steal government airplane plans; extortion of $100,000 from a trucking company. At one point, Tracy finds himself, with Junior, aboard an explosives-laden truck which crashes into a dam.

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CHAPTER TITLES

1. **The Sky Wreckers**
2. **The Runway of Death**
3. **Handcuffed to Doom**
4. **Four Seconds to Live**
5. **Death in the Air**
6. **Stolen Secrets**
7. **Tower of Death**
8. **Cargo of Destruction**
9. **The Clock of Doom**
10. **High Voltage!**
11. **The Kidnapped Witness**
12. **The Runaway Torpedo**
13. **Passengers to Doom**
14. **In the Hands of the Enemy**
15. **G-men's Dragnet**

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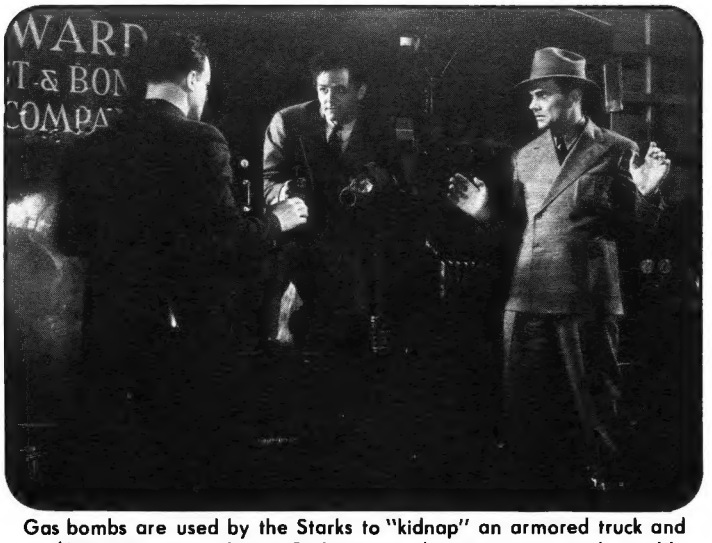
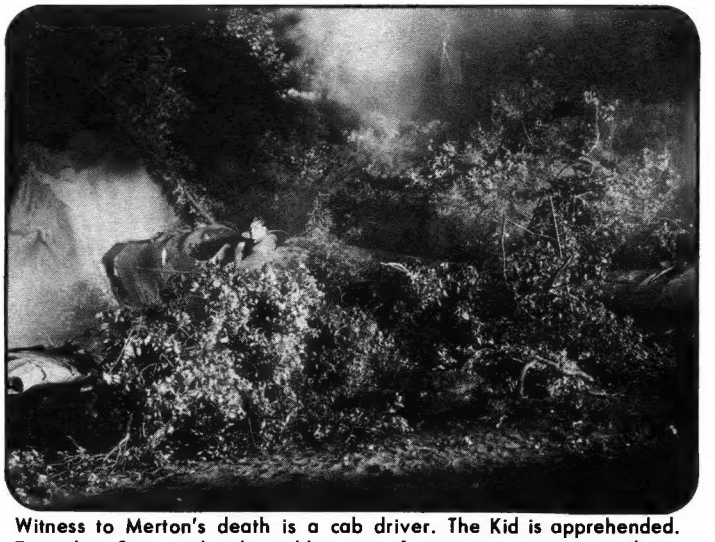
DIRECTORS / William Witney and John English

DICK TRACY RETURNS was released 8/20/1938 and re-released 7/17/1948. The writers were: Barry Shipman, Franklyn Adreon, Ronald Davidson, Rex Taylor and Sol Shor). Alberto Colombo handled the music. Robert Beche was Associate Producer. ①

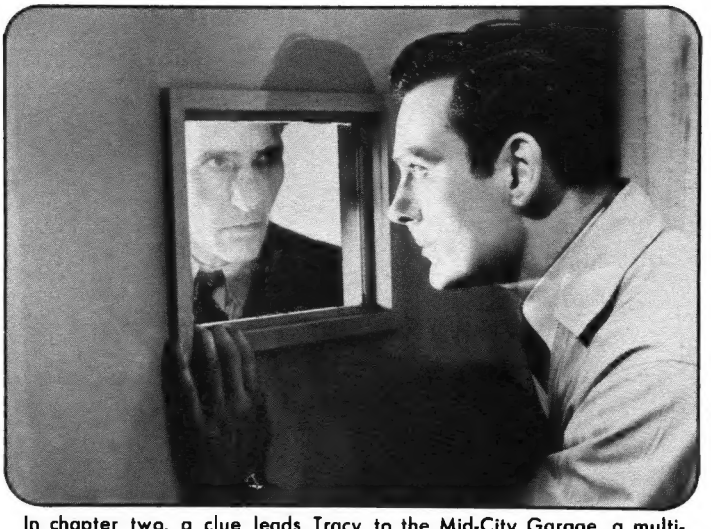
Principal protagonists in DICK TRACY RETURNS are Junior (Jerry Tucker); Mike McGurk (Lee Ford); Gwen (Lynn Roberts); Dick Tracy (Ralph Byrd), and Steve (Michael Kent). Their antagonists: Pa Stark and his five sons. ②



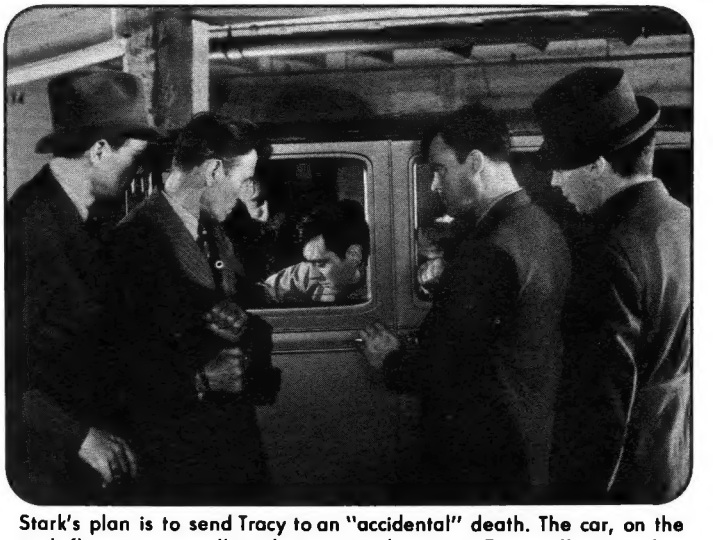
Gas bombs are used by the Starks to "kidnap" an armored truck and its $500,000 cargo. G-man Rod Merton, donning a gas mask, is able to survive. He surprises the thugs but in a wild melee that follows is wounded. Later "Kid" Stark murders him in cold blood. (L. to R., Champ, Ron Merton and Trigger.) ③



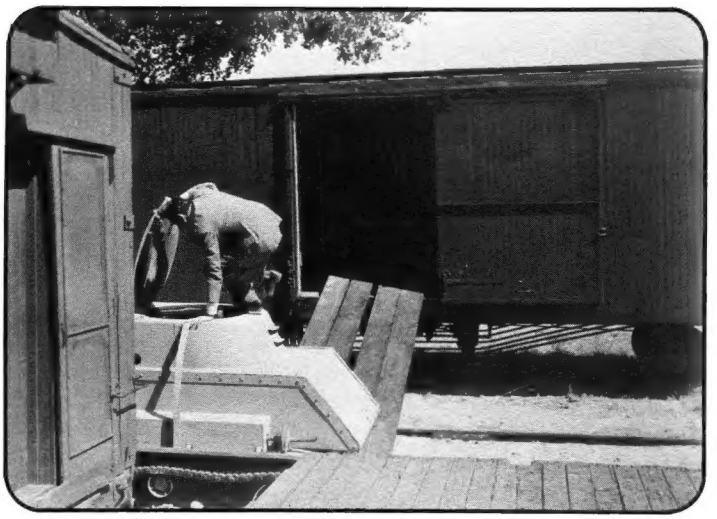
Witness to Merton's death is a cab driver. The Kid is apprehended. Tracy has Steve take the cabbie out of town via a transport plane. Pa Stark devises a plan to wreck the transport. Tracy pursues the plane and warns the pilots by flashing his lights. Tho Tracy's plane crashes, he bails out before impact. (Note: Scene shown never occurred.) ④



In chapter two, a clue leads Tracy to the Mid-City Garage, a multi-storied parking facility now used for storing and repainting stolen cars. After a fight, Tracy is trapped in the paint removal room, and overcome by ether fumes. The Starks move the unconscious Tracy to an automobile. Pa Stark says: "Cramp the wheel over! . . ." ⑤



Stark's plan is to send Tracy to an "accidental" death. The car, on the sixth floor, is sent rolling down a circular ramp. Eventually it reaches a straightaway and careens wildly into traffic, smashing into a truck. (L. to R., Trigger, Pa, Slasher, Tracy, Champ and Dude.) ⑥

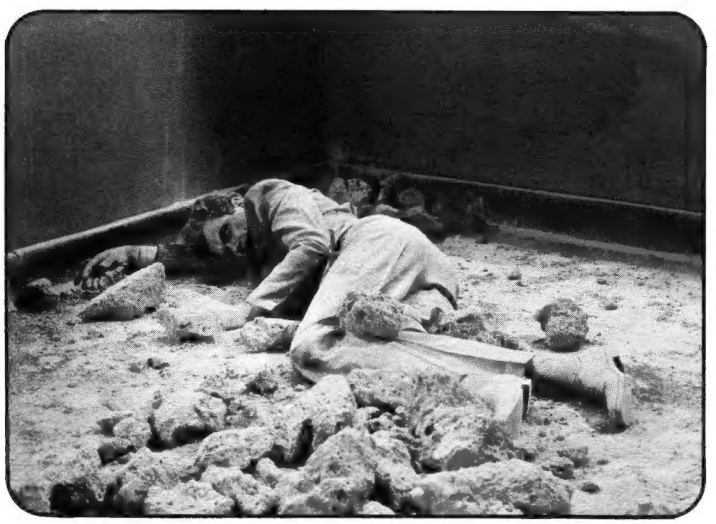


Steve is overpowered (in chapter three) by the Starks and handcuffed to the brake wheel of a moving freight train. Tracy commandeers an Army tank and takes off in pursuit. He transfers aboard the train. Apparently he and Steve are killed when the train plunges off a cliff.

(7)

Failing to get $50,000 in extortion money (in chapter four) Stark plants a time bomb in a tunnel under the Wilmar Observatory. Steve, Dick and Mike find the bomb. But the tunnel entrance is blocked. The G-men are trapped inside as the bomb explodes.

(8)



In chapter seven, the Stark's steal one of the G-men's cars. Unknowingly, Pa Stark turns on the shortwave set. Thus, Tracy is able to trace them to their hideout. A terrific battle takes place . . . and Trigger is killed. (Note that the death-inducing debris is really sponges.)

(9)

Junior is captured by the Starks in chapter 14. Pa Stark offers Junior in exchange for Tracy. Tracy goes to the cabin where the boy is held. Champ knocks out Tracy and they use him as a hostage so they can get to their hideout, a rock crusher plant. FBI men close in.

(10)

The Stark gang is either killed or captured (in the final episode) except for Pa Stark, who raises his hands as if surrendering. However, he has two vials of nitroglycerine strapped to his wrists. He forces Tracy to enter a nearby plane with him.

(11)

Stark takes off, planning that Tracy shall fly him out of the country. Tracy suddenly barrel-rolls the plane and bails out before Pa Stark can stop him. As Tracy parachutes to safety, Pa Stark plunges to death in the exploding plane.

(12)

UNIVERSAL PRESENTS

FLASH GORDON'S TRIP TO MARS

Based On Cartoon Strip By
ALEX RAYMOND

THE CAST

Flash Gordon	Larry "Buster" Crabbe
Dale Arden	Jean Rogers
Emperor Ming	Charles Middleton
Dr. Zarkov	Frank Shannon
Queen Azura	Beatrice Roberts
Happy Hapgood	Donald Kerr
The Clay King	Montague Shaw
Prince Barin	Richard Alexander
Tarnak	Wheeler Oakman
Pilot Captain	Kane Richmond
Airdrome Captain	Kenneth Duncan

Associate Producer
Barney Sarecky

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Directed by Ford Beebe
and Robert F. Hill

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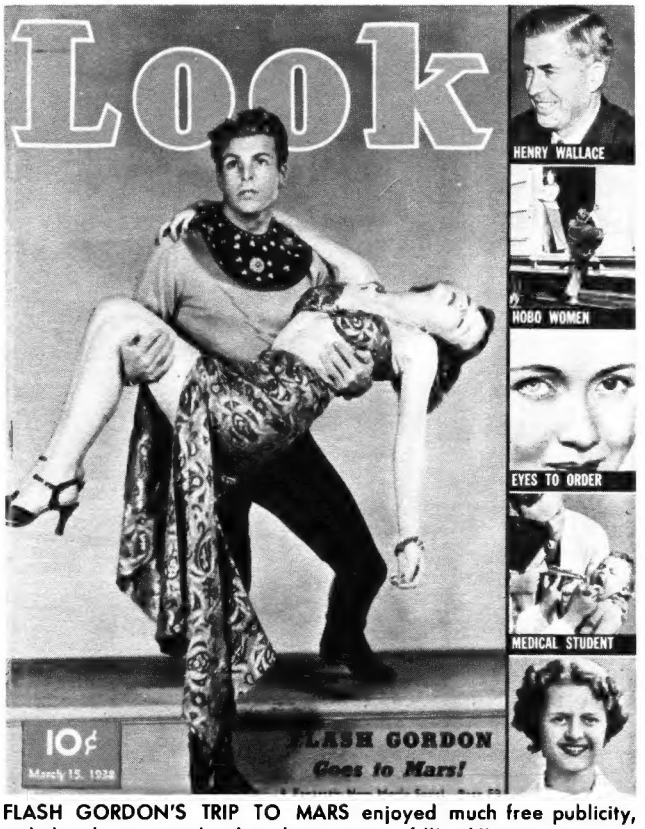
Written for TEMI by
WILLIAM C. CLINE



FLASH GORDON'S TRIP TO MARS enjoyed much free publicity, including being serialized in three issues of "Look" magazine commencing with the one dated March 15, 1938.

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CHAPTER 1 / NEW WORLDS TO CONQUER

Radios and loudspeakers all over the nation blare out the news to an eagerly awaiting people: "A news flash from the Williams Observatory verifies a rumor broadcast earlier today that radio contact has been made with Flash Gordon, Dale Arden and Dr. Alexis Zarkov aboard their rocketship returning from the planet Mongo. By means of the observatory's 100-inch telescope, they have sighted the rocketship several thousand miles distant and moving toward the Earth at the incredible speed of at least *twelve hundred* miles an hour!"

Inside the rocketship, which they have secured from the fleet of Ming, the Emperor of Mongo, after their own had been destroyed, the intrepid space travelers look forward to their landing.

"It won't be long now, eh, Flash?" says Dr. Zarkov with a smile. "There's old Mother Earth coming up to meet us."

"Where do you think we'll land, Dr. Zarkov?" asks the lovely Dale Arden.

"Can't tell exactly, Dale," replies the scientist, "but I hope it'll be a large open space."

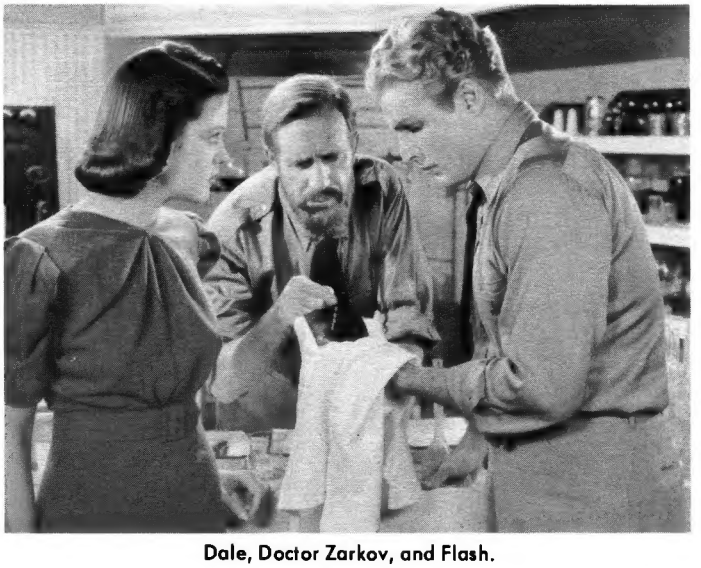
"Anywhere *but the Ocean!*" adds Flash with a knowing wink.

(Note: In 1937 the scriptwriters could have no idea that the "incredible speed of twelve hundred miles per hour eventually would be reached by mere atmospheric aircraft, and that space capsules just thirty-two years later would return from the Moon at speeds of twenty-five *thousand* miles per hour. And Flash would have really smiled at his line had he known that in actuality the ocean would be *the* place for real American space travelers to come to rest.)

Back on Earth, the valiant trio are treated to a hero's welcome - parades, confetti and all - but, realizing the seriousness of this planet's now-revealed vulnerability to threats from space, Zarkov warns the world in a radio broadcast that danger could come in any number of forms from some potential celestial enemy.

Almost as a revelation of that prophecy, somewhere in the outer reaches of space, Ming, the Merciless, Emperor of Mongo (whom Zarkov and Flash believe to be dead), is already plotting the destruction of Earth with a beautiful ally, Queen Azura, ruler of the planet Mars. On that planet he has constructed a giant ray machine called the "Nitron lamp," which is directing an ominous beam through space toward Earth. Soon there are mysterious atmospheric storms all over the world that create hurricanes, tidal waves and power blackouts, resulting in wholesale destruction, panic and death. A committee of renowned scientists can find no solution to the disaster.

"Happy" Hapgood, a wise-cracking reporter, ingeniously traces the whereabouts of Flash Gordon and Dr. Zarkov to a remote, isolated area where they are conducting aerial tests to try and determine the cause of the catastrophe. Forced down in their light plane by a sudden windstorm, Zarkov manages to salvage some photographs of deep space he has made with a special camera. They reveal the strange beam as apparently emanating from Mongo.



Dale, Doctor Zarkov, and Flash.

Fearing the beam will somehow eventually destroy the Earth, Zarkov decides to return to Mongo and try to prevent it happening. Of course, Flash and Dale include themselves in the scheme and the trio once again blast off toward the mysterious world on which they had recently undergone such strange adventures. Underway they discover, to everyone's consternation, a stowaway - the glib reporter Hapgood, who by default becomes the fourth member of the fated party.

In Queen Azura's palace on Mars, a cruel ceremony takes place: Discovered trying to blow up the Queen's "Nitron magazine", one of her subjects is dragged before the beautiful Azura and questioned about his motive. He defiantly tells her he was trying to prevent her "foolish war with the Clay People," and for his effort is himself banished to the "Clay Kingdom" by a magic trick of the heartless monarch's. Expressing approval of her action, Ming boasts to Azura of his plan to draw all the Nitron from Earth's atmosphere by use of his powerful Nitron lamp and thus kill everything on it, while at the same time providing the Queen with the Nitron to use in her weapons to fight the exiled Clay People. As he recalls his former enemies from the planet he hates so vehemently, the wicked Emperor glowers menacingly.

"An Earthman named Zarkov and his friend Flash Gordon once dared to pit themselves against me. Now let us see them save the Earth if they can."

As the rocketship from Earth zooms deeper into space, Zarkov discovers that the beam is not coming from Mongo, as it had appeared, but from Mars instead. Astounded, he is unable to control the craft as it changes course for the red planet.

As the ship reaches the area of the mysterious world, the powerful magnetism of the lamp draws the tiny craft inexorably into its deadly field. Despite all the efforts of Flash and Zarkov, the rocketship is caught in the suction and drawn out of control into the destructive beam!

CHAPTER 2 / THE LIVING DEAD

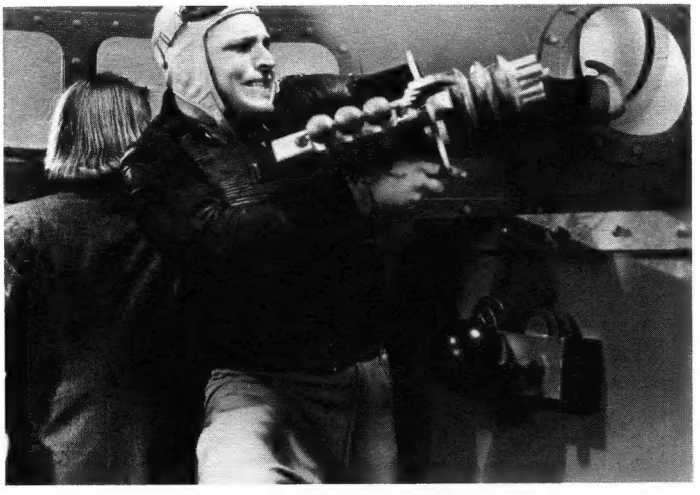
Before it can be destroyed by the beam, the space ship is thrust away from it by a deflector sent from the men operating the lamp. Recognizing the rocketship as one of his own, Ming orders his personal strato-sled flown to the area called the Valley of Desolation, where it is calculated the craft will land.

When the ship lands in the barren countryside, Zarkov discovers that it is disabled and would take several days to repair. Realizing they are being pursued, the Earth people take refuge in the rocks and begin making plans to locate and destroy the Nitron lamp. Ming and Azura arrive with their men, who begin searching for the occupants of the damaged rocketship. Distracting the strato-sled's sentries, Flash commandeers Ming's personal ship and discovers the lovely Azura, who has stayed behind while the searching party is out. To the Earthman's amazement, she incredibly disappears in front of him before he can make her a captive. Picking up Dale and the others, Flash forces the pilot to direct the strato-sled toward Azura's city, from which the beam originates.

In flight, Flash takes an interest in the strato-sled's controls and is momentarily off guard. The pilot jumps Happy and tries to get the drop on Flash, but does not reckon on the Earthman's lightning response. Flash attacks, and in the fight the pilot suddenly leaps unexpectedly through the hatch to apparent suicide. But, to the group's amazement, his cloak spreads out like giant bat-wings, and he glides to safety as if supported by a parachute.

With Zarkov at the controls, the strato-sled continues to Azura's city, eluding a wave of patrolling air ships known as the "Death Squadron," only to be hit by a blast from the defending ground troops, who have been warned in the meantime. Crippled by the blast, the ship is guided to another area of countryside as barren as the first, so that the space visitors can again seek refuge from the overwhelming odds. Azura's Death Squadron Commander reports by televisor that the disabled ship has been spotted flying over the land of the Clay People. At Ming's insistence, Azura orders her men to pursue the intrepid band into the Clay Kingdom, knowing that for them it is sure death, as no one ever returns from that place.

Zarkov lands the ship and the group from Earth flee into a large cave. Flash and Zarkov order Dale and Happy to move deeper into the cave while they stay back to ward off their pursuers with a Nitron ray gun taken from Ming's strato-sled.



Flash with Nitron ray gun.

As Azura's men rush the cave, Flash blasts the opening with the ray gun and the walls and ceiling collapse, sealing off the attackers. From within the tunnel comes Dale's frightened scream, and Flash dashes in to see what scared her.

"Dale, what was it?" he questions. "What'd you see?"

"I don't know! Something . . . Something unreal!" she sobs.

"Unreal? Well, what do you mean?", presses Flash.

Unsure herself how to say it, the frightened girl continues incredulously, "The clay in that wall; it . . . it seemed to come to life! It . . . it turned into a man and then it ran back into the shadows!"

"Oh, don't be silly," admonishes Flash.

"Oh, Flash!" exclaims Dale, staring wild-eyed over his shoulder.

Happy, Dale, and Flash.

Turning, Flash faces the incredible sight of a hulking man made of clay plodding toward them out of the darkness. The Earth people scramble for a way out of the cave, but there is none. Happy fires a ray pistol at the creature, but it has no effect. The Clay Man continues to advance, now joined by others who seem to emerge from the very walls of the cave. Frantically, the search for a way out continues, but relentlessly the Clay Men move in upon them. Dashing into a passageway they hope will lead to safety, the Earth people are instead trapped by a cage of bars dropped from the ceiling!

CHAPTER 3 / QUEEN OF MAGIC

With the final cartridge of Nitron, Flash uses the ray gun to blast the cage, releasing the trapped party. They continue to search for a way out, but are driven deeper into the caverns by Azura's men, who are stationed outside to grab them. As they probe deeper, a strange smoke screen fills the caverns and despite Flash's best efforts, all are overcome and collapse unconscious.

One by one they are awakened in the presence of The Clay King, ruler of the weird Clay People. He explains to the Earth visitors that they were rendered unconscious by a harmless sleep mist. He is most curious as to why they are enemies of Azura. Flash explains about the Nitron lamp and its threat to Earth, and the unholy alliance between Ming and Azura. The Clay King nods understandingly.

"I know only too well Azura's cruelty," he attests. "She is our bitter enemy. Long ago we were the mightiest people on Mars. Azura became jealous and by her magic changed us from men into clay and banished us to this place."

Zarkov is shocked. "You mean there's no way you can regain your original form?"

"Only by Azura's magic can we change back," asserts the Clay Monarch. "That is why we have saved your lives."

"Why, what do you mean?" queries Flash.

"You have normal bodies," explains the Clay Man. "You can live on the surface. You must do what we cannot do: Bring Azura here."

He then tells Flash and Zarkov that they must go to Azura's palace and bring her back; that Dale and Happy will be held as hostages until they return. Explaining that the secret of Queen Azura's magic power is a jewel that she wears, The Clay King gives them weapons and confiscated Death Squadron uniforms. He instructs Flash to find out what kind of jewel has the magic power and to wrest it from the Queen.

After fighting off another enemy patrol ship enroute to the city, Flash and Zarkov arrive at the Death Squadron airdrome, where Flash appears in the bogus uniform pretending to hold Zarkov captive. They gain entry into Azura's palace over a weird electronic "light bridge," leading from the landing tower to the palace, escorted by the airdrome commander.

Ming's right-hand assistant, the evil Tarnak, warns his Emperor that a captured Earthman (whom Ming immediately assumes to be Flash Gordon) is on his way to Azura's throne room. They station themselves at the televisor.

In the throne room, Flash bluffs Azura into dropping her guard and takes her captive. He and Zarkov flee with her over the light bridge toward the landing tower, but are seen by Ming on his televisor. The ruthless Emperor activates a lethal machine called and Oscillator, which destroys by vibration, and directs it at the airdrome to prevent Flash's escape. The deadly machine increases its power and the landing tower crumbles in ruins around Flash, Zarkov and the Queen.

CHAPTER 4 / ANCIENT ENEMIES

Flash and Zarkov dive clear of the danger area before the final collapse of the landing tower, and Flash dashes back to save Azura's life. In return, the treacherous Queen sprays him and Zarkov with sleep mist and has them carried back to the throne room. Revived, Flash boldly defies Ming and Azura and his courage gains him the Martian Queen's begrudging admiration. However, she succumbs to Ming's demands that the handsome hero be put to death for his interference in their scheme.

"I've known him before on my own planet Mongo," warns the scoundrel. "And as long as he lives, he'll be a constant menace to your plans."

Ming, the Merciless.

Tasting success, Azura gives the command to muster all her forces for new attacks on the Clay People. Ming cannot give up his anticipated moment of victory over his despised enemies and orders Flash and Zarkov to be led to the Nitron lamp.

"You came here to destroy the Nitron beam," exhorts the wicked Ming. "I'll give you a close look at it . . . a ver-ry close look. Bring them to the lamp!"

"Untie them," orders Ming triumphantly. "Take them up there, and give them a close look at the beam . . . for the last time."

As they are led up the ladder to the lamp, Flash and Zarkov break free and overpower the evil Emperor's guards. They flee to the roof of the powerhouse and temporarily damage the Nitron lamp by firing ray blasts at the frame leading to the lamp from the powerhouse. In the confusion, Flash gets the drop on Ming and forces him into the powerhouse laboratory to show where the Nitron is kept. On the televisor the crafty Ming shows Flash and Zarkov Nitron bombs being loaded on a large strato-sled bomber to be used to attack the Clay People. Suddenly, Ming throws a switch that causes an outburst of flames from the electronic control panel, and astounds the Earthmen by walking through the flames unharmed — a trick he used on Mongo to convice them he was dead. Dashing out of the powerhouse to safety, Flash and Zarkov search for the bomber, but it has already taken off. They locate another strato-sled and head back to the Clay Kingdom to warn of the impending Nitron attack.

Meanwhile, The Clay King has heard of Flash's rescue of Azura and thinks the Earthman has betrayed his mission. He has Dale and Happy chained to stakes at the entrance to the cave, where they can be seen easily by Azura's attackers.

The Death Squadron bomber and Flash in the captured strato-sled arrive at the same time over the clay country and engage in aerial combat. Flash's blasts seem to have no effect on the enemy craft, which is protected by some strange covering, and the bomber begins dropping its destructive cargo. Flash sees Dale and Happy chained at the cave entrance and decides on a desperate plan to save them. Setting the controls for his strato-sled to power-dive head-on into the bomber, he and Zarkov don bat-wing cloaks and Zarkov leaps into the void. Before Flash can follow, the door jams, trapping him in the diving ship. There is a terrific explosion as the strato-sled slams into the heavy bomber!

CHAPTER 5 / THE BOOMERANG

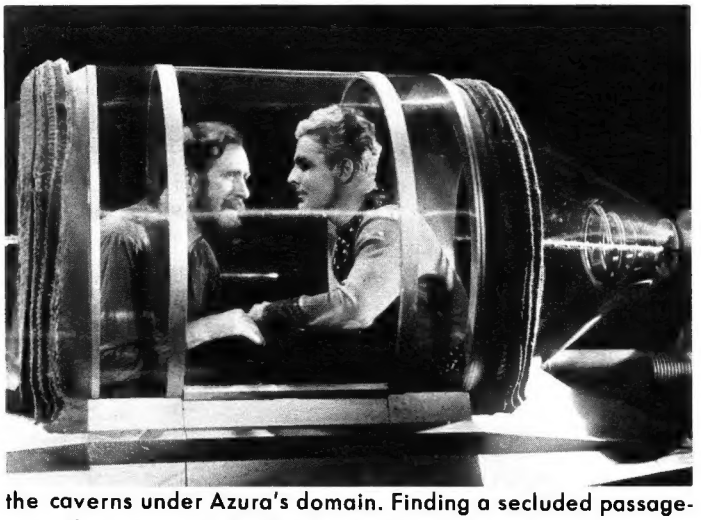
Finally breaking the door hatch loose, Flash lunges through it into thin air just a split second before the two rocketships collide with a thunderous explosion. He glides to safety and joins Dr. Zarkov on the ground. Clay Men take Dale and Happy back into the caves and Flash and Zarkov follow, hoping to rescue them. They slip stealthily to the Clay King's throne room and learn of his change of heart brought on by the mistaken belief that Flash has betrayed the Clay People. They hear Dale and Happy assuring the ruler that Flash will succeed in his mission.

"For your sake he'd better act quickly," warns The Clay King ominously. "Another day in these caves, and you will be changed into clay like the rest of us."

"Did you hear that?" Flash asks Zarkov.

"There must be something about the atmosphere in these caves that changes people into clay," whispers the scientist.

Knowing that a rescue attempt in face of the odds would surely fail, Flash and Zarkov decide to return to Azura's palace to get Nitron to force the release of Dale and Happy. They elude the guard and commandeer a strange underground vehicle that is projected through a tube-like subway into the



the caverns under Azura's domain. Finding a secluded passageway, they come up in Ming's laboratory where Tarnak is working. They abduct the Emperor's henchman and force him to lead them to the hiding place of the Nitron. There is only a small amount, the rest having been blown up in the bomber.

Zarkov concocts a scheme to convert the radioactive properties of the Nitron they have into a light ray that can be used as a weapon. Ming and Azura observe this on the televisor, which Tarnak has secretly turned on, and Ming orders his men to surround the laboratory and capture the Earthmen. Azura cautions him to let Dr. Zarkov finish his invention and they will steal the ray weapon. Noticing the televisor switch on, Flash tells Zarkov to continue working while he tries to decoy the enemy away. During the diversion, Zarkov completes his device, which he explains can paralyze any living thing, but can be neutralized by reversing two electrodes. While Zarkov is testing the ray on Flash, Ming breaks in and covers the Earthman. Flash stands helplessly rigid.

"I congratulate you, Dr. Zarkov," mocks the wily Ming. "You have rendered Flash Gordon powerless — something even I was never able to do."

"I'm taking no chances," orders Ming, "the machine stays on!"

"But the Nitron in those tubes will overheat at any minute and blow us all to atoms!" explains the anxious Zarkov.

"Heh! You're not very good at lying, Doctor," counters Ming.

"Perhaps he's telling the truth," ventures Azura.

"Turn it off," Ming relents. "Remember, my men will be watching," he warns.

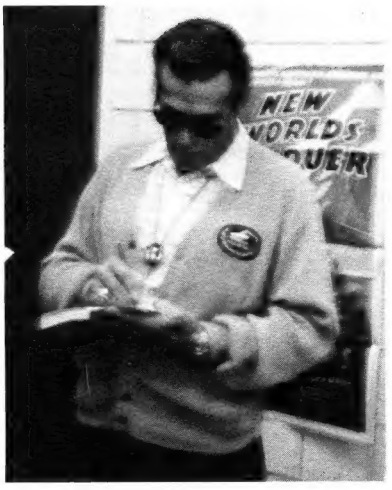
Zarkov turns off the ray and quickly reverses the electrodes, releasing Flash. They attack Ming's guards with the paralyzing ray and run from the powerhouse, after discovering that Azura has released a deadly poison gas into the tunnel. Azura orders her men to attack the fleeing Earthmen from the air, and a strato-sled bomber is dispatched to track them down. As they prepare to take off, the crew spots the two escaping men and turns the bomber toward them, hoping to crush them with the ship itself. Relentlessly it bears down on the helpless Flash and Zarkov.

CHAPTER 6 / TREE-MEN OF MARS

It appears that Flash is doomed, but Zarkov manages to get the paralyzing ray working and uses it to stop the huge bomber before it can crush the hero. They escape into the rocks. Realizing that without aircraft the underground passage under Ming's laboratory is the only way back to the Clay Kingdom, the courageous pair return and surprise the unsuspecting Ming in his lair. Securing gas masks from the laboratory, they move into the gas-filled tunnel and make their way back through the passageway in the tube-car to rescue Dale and Happy with the paralyzer.

DO NOT MISS THE EXCITING CONCLUSION when Queen Azura (right) is captured by The Clay King (center)—and Prince Barin (left) re-enters Flash Gordon's life in episode #7.

TEMI TALKS WITH LARRY "BUSTER" CRABBE



This interview took place 10/29/71 at Michigan State University, Lansing, Michigan. In photo above, "Buster" Crabbe is autographing a copy of TEMI. He is still an active swimmer, which is probably why his excellent physical condition belies the fact he is 63 years old.

●

TEMI: Mr. Crabbe, an independent producer named Sherman S. Krellberg announced a long serial entitled SIGN OF THE ZOMBIES. It was to have begun filming in May of 1940 and to star yourself and Joe Louis. Apparently never filmed, but what do you know of it?

CRABBE: Nothing. This is the first time I heard of the thing.

TEMI: Thinking back, how would you say your association with FLASH GORDON and the other serials has affected your career?

CRABBE: My recollection is that it's been partly responsible for keeping me alive all these years. I think basically they were among the first serials that became available when television got to be important. These serials, my "Billy the Kid" series, were immediately available to stations that couldn't afford to spend a lot of money on getting product for their shows. They'd had their run, you see, 10 - 12 - 15 years before. As it turned out, a plus factor, because, through television now, two million people is not a particularly large audience. In order to play to that many people, you have to have a thing on the road for, oh, two years.

TEMI: Were you familiar with the "Flash Gordon" comic strip before Universal decided to do the movie version?

CRABBE: I started following "Flash Gordon" in 1934. I thought it was just great. Thought Alex Raymond the fellow responsible for it was a fine artist. I was fortunate enough to meet him. He was a painter. Did vivid oils - beautiful women, great looking men. Had five children and wasn't selling his stuff. He decided to take his people to another world where he could picture them as he wanted to. He created "Flash Gordon" and drew up several tests. King Features Syndicate in New York bought it right away and it came out as a comic strip. After the success of the strip, Universal studios got the idea that maybe - just maybe - they could make a serial out of it. They decided to put an unheard of amount of money into it for 1936: $750,000.00 - three quarters of a million.

TEMI: "Gordon's space travel and other adventures were pretty far out for 1936. You mentioned Universal's initial hesitation, but what was your own reaction to trying to bring the strip to life?

CRABBE: I thought this was way out. Oh, boy! People are never going to hold still for this. Get in a rocketship . . . Of course, we got there a lot quicker - went a lot further too. I was very skeptical. I was really wrong. I didn't think the people would hold still. I wasn't sure the kids would hold still for it.

TEMI: Yet you went after the lead and got it in spite of some tough competition. Would you tell us about it?

CRABBE: Well, I was under contract to Paramount. I picked up "The Hollywood Reporter" and saw they were casting the part. Decided to have a look see. I took a run out there. Had no trouble getting on the lot – in those days you knew someone on every lot. Not true now. I stood off to the side watching fifteen or sixteen fellows waiting to be tested. Knew two of them. One, a real athlete, George Bergman, I was sure would get the part. Jon Hall was there and was fortunate not to get it. Later he was given the lead in a big picture, a super colossal production, "The Hurricane." Someone pointed me out to the producer, Henry McRae, who had been an actor and producer in New York. He came over and introduced himself to me and said why are you here. I said very frankly I was here out of curiosity; I wanted to see who was trying out for the thing and what was happening. We chatted for a while and he said, out of left field, how'd you like to do the part. It took me aback. I never expected anything like this; I hadn't gone out there to get the part. Remember, I thought it was too far out even for a serial. Three people step into a rocket: ZOOM! You're on another planet. It didn't have a chance. Well, we chatted some more and he said if you want the part you've got it. I mentioned Paramount and he said I know, we'll borrow you . . . And, very skeptically, I did the picture, never expecting it to be the hit it was.

TEMI: How successful was it?

CRABBE: The first year of release Universal certainly got behind it and spent a lot of that $750,000 on promotion. A Deanna Durbin picture, "Three Smart Girls," was their big money-maker. The serial was number two. And they had a lot of stars out there at the time. The serials were reissued, and cut into features. Probably still making money for someone.

TEMI: What was the pace in filming serials for Universal?

CRABBE: We had to make 85 setups a day. In those days this was a lot of work. There were two directors - one working one day while the other was setting up *his* day. The script was huge. Each night we got the next day's schedule but we just couldn't memorize the lines. Winged it most of the time. Once I shouted "Head for the hills!" Must have thought I was doing another cowboy movie. When I saw the picture the camera would be on Barin, say, and you'd hear some different voice. They needed a line and just added it to the soundtrack.

TEMI: Barin - Richard Alexander. Would you tell us something of him and the others you worked with on the serials?

CRABBE: The last time I saw Dick Alexander was about three years ago. He was riding a bike in Hollywood. Dale, Jean Rogers, is a grandmother now. Married an agent. She was named Eleanor Lovegren. Swedish, from Boston. Real nice girl. A producer changed her name and she did very well. She was working for another studio when we did the third "Flash Gordon" series, so Carol Hughes did the role. Charlie Middleton was a very good character actor who played heavies for the most part. He was a great guy and he just loved this. He was, basically, sort of a ham and he was fine in a role like Ming the Merciless. Everybody hated him. Off screen he was just the opposite. A real nice guy and a great character actor. Frank Shannon was an Irish actor. With the Dublin Players. He came into New York, did some stage work, then drifted to Hollywood. Did many cops and what not.

A couple of other guys I should mention: Eddie Keyes did special effects for us, and he could do anything. I'd read the script and swear they'd written something impossible for him. Remember the bridge of light in the second series? Kenne Duncan just threw a switch and there it was. Eddie scratched the emulsion from the film frame-by-frame to extend it, then took it back a frame at a time when it was turned off. Scratched in the ray gun blasts, too. He could kill you with a scratch.

Kane Richmond (left) and Kenneth (Kenne) Duncan in FLASH GORDON'S TRIP TO MARS.

There was a fire dragon in the first series that grabbed me. It was on wires and they had a guy inside, but I had to do most of the work. Sort of pulled its claws around me. That guy inside was Glenn Strange. He was a cowboy who came in from Texas to get into the movies. Played small parts for years in serials and westerns. He's a very good actor and a peach of a guy. He landed a running part in "Gunsmoke" and man, I was so glad to see that.

TEMI: Who were the stuntmen you worked with at Universal?

CRABBE: Oh, Eddie Parker was in the FLASH GORDON thing. Tommy Steele. Dave Sharpe was there at one time or another. Sharpe was a terrific athlete, this guy. You know, he did a lot of stunt work and then he did his own television series. He was good.

I did my own stunt work at the outset. People always ask me if I did my own vine swings. Yes. This is the easiest thing in the world to do if they're rigged properly. In the westerns, well, my brother and I had had to ride to school every day in the Hawaiian islands. About six miles. I was riding when I started swimming: about four or five years old. Paramount wanted me to take riding lessons. After my daughter, my first child, I started thinking about what could happen. The studio got nervous, and the insurance costs were going up and up and up. I said to Hell with this. There were a lot of young fellows making their living doubling the falls. My worst fall was in "To The Last Man" (1933). A good western. Shirley Temple was my daughter in that one. They shot me off my horse by putting on a running W. I said yes, sure. He set the shot up and I asked one of the cowboys how to do it. He rigged it. You cleared at a mark. I cleared too soon, and took a Hell of a fall. Really shook me up. I was killed, so I could lay there. That's how I learned to do a running W.

TEMI: In your nine serials were there any perilous situations in the filming like the dangers your character encountered in the movie?

CRABBE: I was pretty lucky. There was one time in my first picture - before my first picture, really. I really wanted that first Paramount contract. $100.00 a week. That was my law degree and something in the bank. They called me one night - Wednesday night, I'll never forget it - said they wanted me at the still studio tomorrow morning. I said why. He said haven't you heard, you got the part.

TEMI: That was Kaspa in "King of the Jungle"?

CRABBE: Yes. They wanted publicity stills, so they hired a Gilmore lion. Gilmore gasolene at that time was a popular gas with a running lion insignia. A major - an aviator - sold us on this lion he flew around the country. Said the lion would inspect the set, then, when he knew it, he'd settle down and we could get the stills. He didn't. The major said feed him. We got these meat tidbits. I found out later you were supposed to throw them. He took them right out of my hand. Just like a big Newfoundland dog. We got along fine. He nudged me a couple of times. I must have inadvertantly rubbed my hand across my thigh, because he nudged my thigh like a cat will, pushed me against a prop tree, and the whole damn thing came down. Just like that the lion nailed my right leg. Here I am sitting on the floor . . . Eternity! His two paws on my knees, looking me straight in the eye . . . and I can't look him in the eye. My leg is really bleeding. The trainer is saying, "Get up! Get up!" The lion doesn't move. I said get me out of here. They got him off. Six hours later. Really about a minute and a half. I went to the hospital. They fired the lion.

TEMI: Finally, there were three serials for Sam Katzman at Columbia. THE SEA HOUND ('47), PIRATES OF THE HIGH SEAS ('50) . . .

CRABBE: They could have been the same picture. A lot of location work out on the ocean. We did a lot of fishing between takes. It was fun. I guess they did all right at the box office.

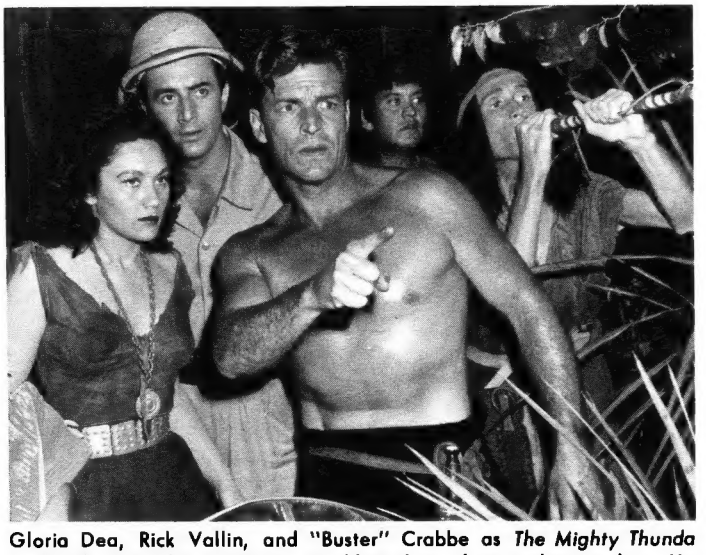
TEMI: Then KING OF THE KONGO ('52) with you playing "The Mighty Thunda."

CRABBE: I was back east then, and Katzman had me out for it. It was a cheater for a serial, but I think it had enough to keep the kids entertained.

TEMI: What are you doing in show business today?

CRABBE: I have three television commercials playing now, and my first feature picture in several years will be released in January or February. This is "Comeback Trail," a western comedy. I think it's a very amusing picture.

TEMI: We'll look forward to seeing it. And thank you, Buster Crabbe.



Gloria Dea, Rick Vallin, and "Buster" Crabbe as *The Mighty Thunda* in KING OF THE KONGO — Crabbe's last of nine chapter-plays. He starred in all of them over a period of 19 years, which surely makes him "The Serial King."

"I did one Tarzan thing (TARZAN THE FEARLESS in 1933 with Jacqueline Wells, see TEMI pg. 20). People think I did a lot more than just one, probably because it was a serial. Ran twelve weeks. I never considered myself a Tarzan. It's a bad business, you know. They think you can't talk. Maybe you can't. But it really holds you back. RED BARRY ('38) was just another serial. I never felt that BUCK ROGERS ('39) was near the serial that FLASH GORDON was. Didn't draw as well, although it was successful, so in 1940 we did the third Flash Gordon rather than another Buck Rogers — FLASH GORDON CONQUERS THE UNIVERSE."

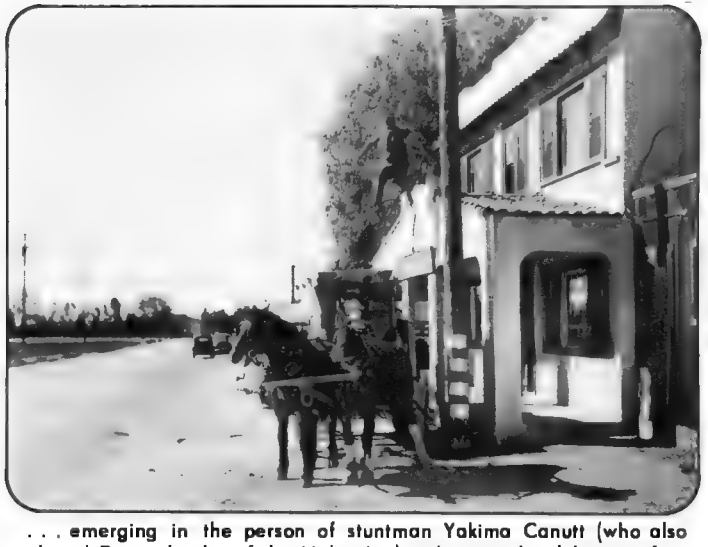
THE SECRET OF TREASURE ISLAND

Larry Kent	Don Terry
Toni Morrell	Gwen Gaze
Grindley	Grant Withers
Doctor X	Hobart Bosworth
Westmore	William Farnum
Carter Collins (The Shark)	Walter Miller
Captain Cuttle	George Rosener
Jameson	Dave O'Brien
Dreer	Yakima Canutt
Captain Tom Faxton	Warner Richmond
Paul Thorndyke	William Royle
Zanya	Sandra Karina
Salt Water Jerry	Joe Caits
Hawkins	Colin Campbell
Professor Gault	Patrick J. Kelly

Part one of Columbia Pictures' THE SECRET OF TREASURE ISLAND (1938) appeared in TEMI #13 and covered the first eight chapters; the conclusion of the story here concerns the last seven episodes.

Photos and Captions / JAMES A. STRINGHAM ①

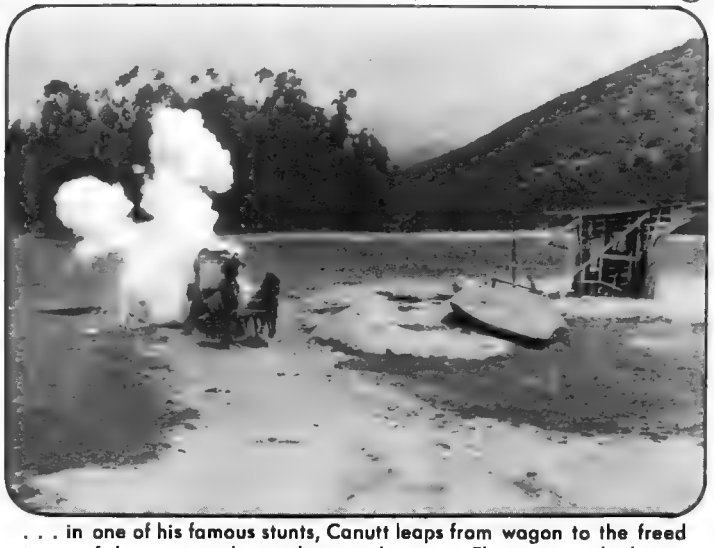
Toni and Larry go to Cuttle, who tells them that Collins has murdered the prisoner Thorndyke, and advises them to escape. A tunnel leads from his ship-like home to Cortez, on the Mexican coast. As they elude Collins' guards, Dr. X and Zanya locate the tunnel entrance and follow with Grindley. ③



. . . emerging in the person of stuntman Yakima Canutt (who also played Dreer, leader of the Mole Men) to leap to the dubious safety of an explosives-laden wagon. The team bolts! There is a wild run over rough ground, and . . . ⑤

Toni Morrell and Larry Kent are ambushed by Grindley at the ladder leading to the Vultures' Peak lookout station. As Kent and Grindley struggle, they loosen the ladder which falls, carrying Toni through space. A tree breaks her fall a few feet from the ground. ②

At Cortez, Toni is kidnapped and Larry attacked by Grindley's knife wielding henchmen (Harry Harvey, Reed Howes, and Louis Caits) in the local hotel. Larry escapes through an upper story window . . . ④



. . . in one of his famous stunts, Canutt leaps from wagon to the freed team of horses as the explosives detonate. The scene is laid near Cortez, but note the somewhat unconvincing rear view of the exterior set of Cuttle's ship-like home in the background. ⑥

Larry now rescues Toni after wrecking his car in the chase. All board the steamer *Dolphin* for the U.S., with Cuttle also appearing. Grindley attacks again, knocking Larry into the shark infested waters. A fishing boat picks him up and returns him to Cortez.

⑦

Dr. X and Zanya use an anesthetic gas pistol to reach and capture Toni. With Grindley, they again try to force her to give up the map —now in Larry's possession.

⑧

Kent hires a fast boat to pursue the steamer, but Grindley's men have spotted him and attach a bomb. As Grindley threatens Toni, his boat appears — and explodes!

⑨

Larry, unharmed, is taken aboard the Dolphin. With ship's officers, he frees Toni and captures Grindley. Dr. X and Zanya free Grindley who leaves the ship in a disguise and follows Kent and Toni.

⑩

Ashore, Kent sends Toni to a hotel with the map. Grindley jumps the reporter and his car hurtles off the wharf in the struggle. Grindley, thrown clear, sees him rescued and resuscitated.

⑪

As "a friend" Grindley is taken in the ambulance with Kent. He overpowers the attendant and makes a second attack, but Larry revives in time to knock him from the speeding vehicle.

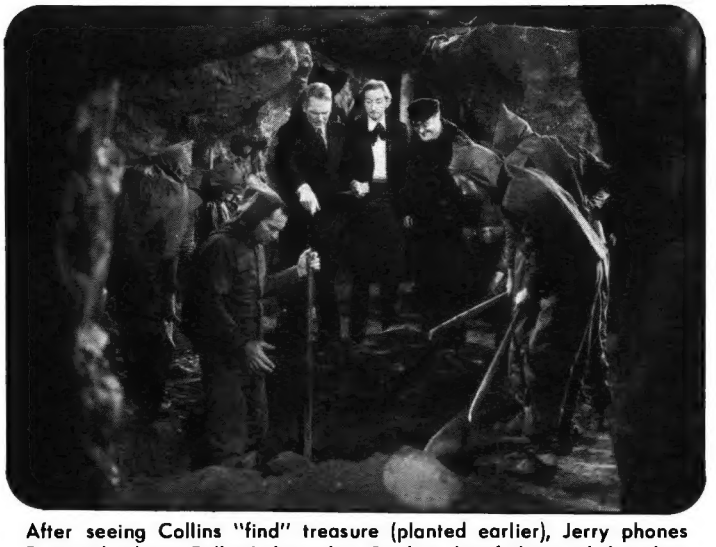
⑫

Larry reports to newspaper editor Westmore. Cuttle, meanwhile, has searched Faxton's house and discovered a hidden log book. He takes it to the newspaper as evidence that Toni may be the editor's own daughter. Presumed dead in the shipwreck, she had actually landed on the island with Faxton and Collins.

13

Grindley, with henchman Blackie Whiteford (Ted Adams), lures Toni to a loft room where they convince her that Kent is being tortured. She sends for a map, but Larry follows the messenger and saves her after a terrifying battle high above the street.

14

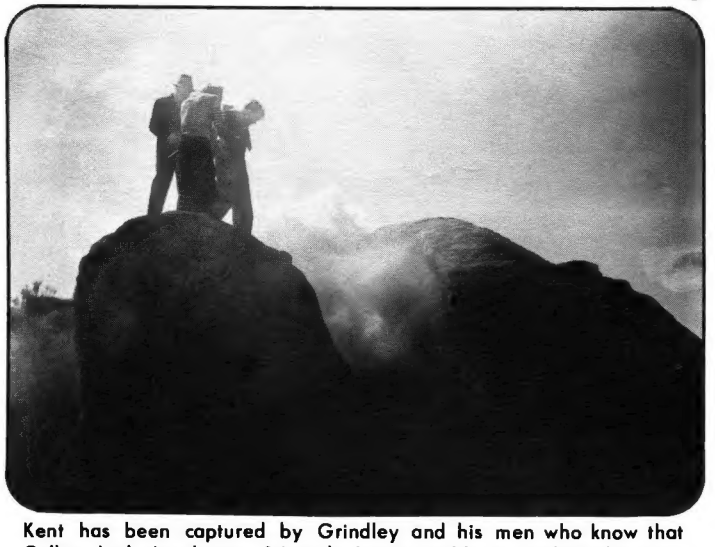


After seeing Collins "find" treasure (planted earlier), Jerry phones Toni and relates Collins' claim that Gault is her father and that they wish to share the fortune. If they do have the treasure, the story must be true. She returns to the island, followed by the others.

15

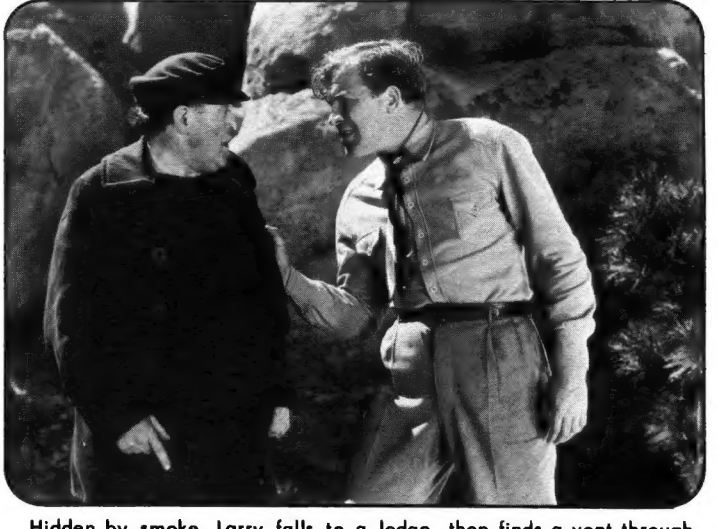
Toni and Jerry go to the Big House alone. Collins and his men capture the girl. Jerry, realizing how he has been used, escapes — to find Larry gone. Collins, meanwhile, seizes the map and imprisons Toni.

16



Kent has been captured by Grindley and his men who know that Collins lied. As chapter 14 ends, Larry, unable to produce the map, is dragged to a volcanic crater. At Grindley's command, he is hurled into the seething, smoking depths!

17



Hidden by smoke, Larry falls to a ledge, then finds a vent through which he escapes. Jerry finds him and tells him of Toni's peril. They race to the Big House.

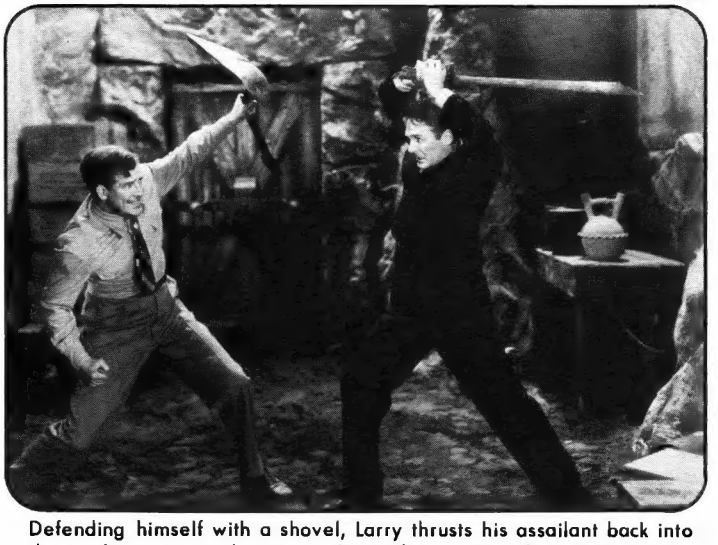
18

Grindley is ahead of them and threatens the girl. Cuttle intervenes, saving her and locking Grindley in a closet. As the volcano roars, he sends her to his home where Westmore and Gault wait at the tunnel entrance.

19

Larry finds Collins at the treasure chamber. Collins, mad with greed, attacks the reporter with an ancient sword.

20

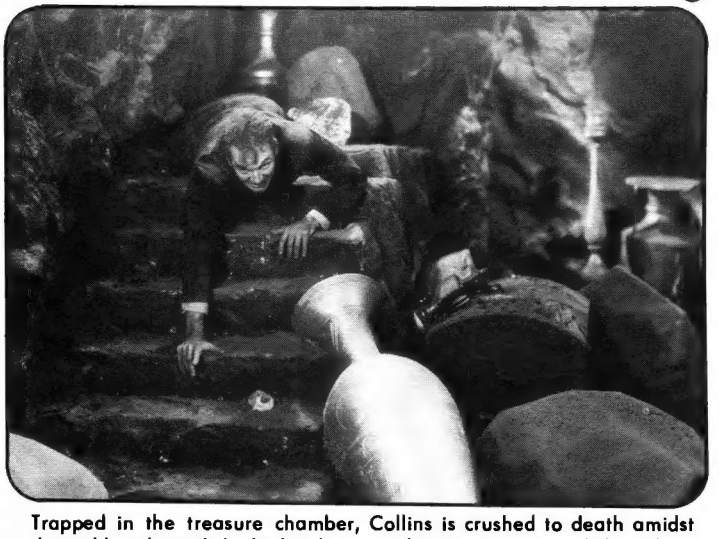


Defending himself with a shovel, Larry thrusts his assailant back into the vault as an earth tremor closes the massive door. He joins the rest of the party in a mad race through the tunnel as the walls shake around them.

21

Zanya and Dr. X free Grindley who detonates the mines beneath the island in an attempt to prevent escape. The blasts increase the volcanic activity! The three die as the house collapses around them. (Note lights illuminating set at top of photo.)

22



Trapped in the treasure chamber, Collins is crushed to death amidst the gold and jewels he had so long sought. Larry, Toni, and the others reach the end of the tunnel in time to see the island destroyed by a final great eruption. Later, aboard the "Dolphin" . . .

23

Gault demonstrates a projector which had produced the "Ghost." His radio directional beam was its voice. He and Cuttle had located the treasure, and created a "Ghost" to conceal their activities. Amused at talk of lost treasure, Cuttle removes his iron hook to pour a sparkling shower of diamonds onto the table. THE END.

24

THOSE ENDURING SERIAL FANS

Letters from TEMI fans are most welcome. However, the information supplied in these columns by readers is based on their opinions. The editor does not necessarily purport the info to be complete, exact or accurate.

THE FIGHTING DEVIL DOGS

In regards to the motor launch footage in DEVIL DOGS and DICK TRACY (pg. 172). It was, indeed, in the Red Grange serial THE GALLOPING GHOST (Mascot, '31).

Tom McCauley
Princess Anne, Va.

As you observed, most of *The Wing* footage was lifted from DICK TRACY altho the destruction of the craft was new since the plane never met such a fate in TRACY.

The actor operating the piece of equipment in photo 7 (pg. 174) and Al Taylor's confederate in photo 10 is Jerry Frank.

Woody Langley
Studio City, Calif.

The actor who dubbed the voice of *The Lightning* (pg. 169) in episodes #2 thru #12 was Edwin Stanley, not otherwise in the cast. He also played *The Spider* in DICK TRACY.

Allen McKinnon
Washington, D.C.

The Lightning did say: "And we control that power!" (pg. 169) as well as the line of dialogue shown (pg. 173) in photo caption 4. I just finished viewing the six episode TV version of the serial, so I'm positive of the fact.

C.M. "Parky" Parkhurst
Rochester, N. Y.

Editor's Note: Unhappily the dialogue in question above was scissored by Republic film editors from the 100 minute TV feature version, used as source material in preparing the story.

* * *

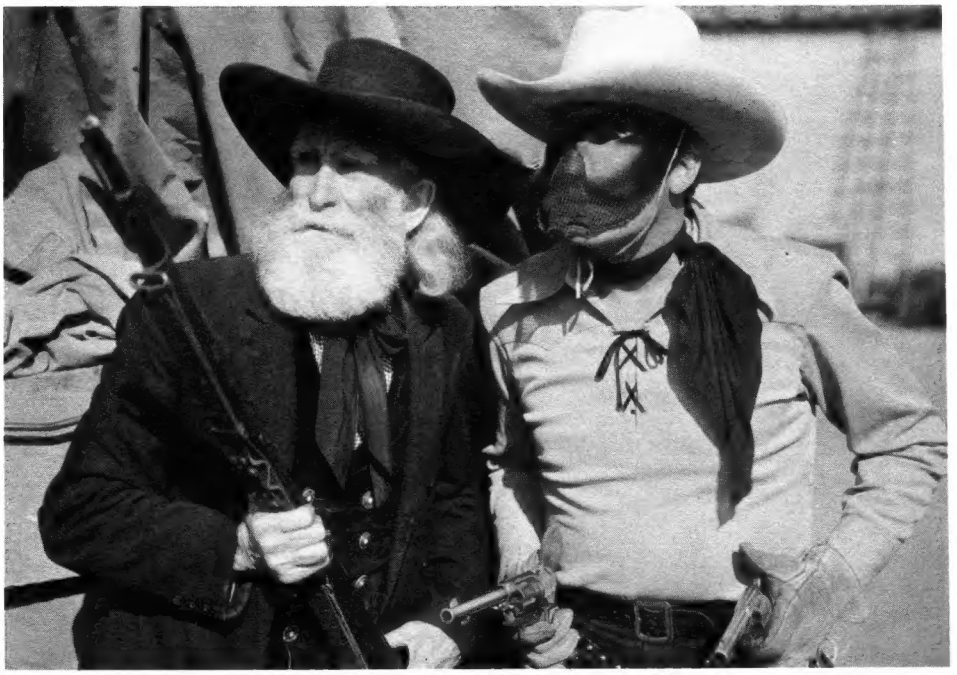
ERRATUM

The caption on pg. 183 under the scene from BLAKE OF SCOTLAND YARD should have read Dick (not Ken) Curtis. Years later, Ken Curtis starred in Republic's DON DAREDEVIL RIDES AGAIN.

Edward R. Billings
Nashua, New Hampshire

Editor's Note: Correct! Other errors: transposition of the captions for photos 6 and 7 on page 178; it should be Ramsay Ames (not Ramsey) on page 182; and the location site for THE TIGER WOMAN (pg. 175) was Sherwood Forest (not Sherman), a locale between Los Angeles and Santa Barbara.

* * *



"TEMI failed to print a large photo showing THE LONE RANGER full-faced and masked in its excellent write-up in chapter 12."–Ken Heineman, Toledo, Ohio. *Editor's Note: True! The above still should set the record straight. No question that behind the mask is Lee Powell. The actor wearing the mask on page 48 is definitely Herman Brix. We have acquired other photos shot at the same time that verify this as fact.*

ADDENDEM

Everett Brown, who played the mahout in TIM TYLER'S LUCK (pg. 182), also acted as *Cebu* standing between Walter Miller (left) and William Thorne in DANGER ISLAND (pg. 8). Brown would be best remembered as *Big Sam* in "Gone With The Wind." He passed away in 1953.

Charles Schaeffer a/k/a Rube Shaffer, a stuntman, was under the motorcar in the scene from THE VANISHING LEGION (pg. 5).

William John Ryan
Bronx, New York

* * *

MUSIC APPRECIATION

Do any readers know the title of the music used during the credits for THE PHANTOM EMPIRE? It was also used in other serials, including DARKEST AFRICA, UNDERSEA KINGDOM, as well as 'B' westerns and features.

So far I have managed to trace the following pieces of classical music that were slightly rearranged and used in serials:

BATMAN ('43) — Part of "Rienzi" — Overture (Wagner) used in the main title as well as other parts during various episodes; bits of "Symphonie Fantastique" (Berlioz); parts of the French Overture "If I Were King" (Adam) were used in episodes four and ten (and extensively in THE GREEN ARCHER in '40).

FLASH GORDON'S TRIP TO MARS ('38) — Part of Tchaikovsky's "Romeo and Juliet" Overture was used during the first three episodes to introduce various characters.

FLASH GORDON CONQUERS THE UNIVERSE ('40) — "Les Preludes" (Liszt) used behind main title and throughout the serial.

R. Easton
London, England

I am trying to recall the title of the serial which used, I think at the end of chapter one, the musical composition "Pomp and Circumstance."

Gene E. Krey
W. St. Paul, Minn.

* * *

THE LONE RANGER

Your comments (pg. 157) on the lost LONE RANGER made me recall something interesting, at least I think so. In Denmark, serials were shown in two parts on two following Sunday afternoon programs. The first was released in Copenhagen on 1/23/39 and the second on the 30th. I saw them in my home town later in '39 and again in '42 — just before the Germans forbade foreign movies. In '44 the Nazis blew up the building in which Universal, Paramount and the Danish representative of Republic Pictures resided, and you can imagine what a loss it was. Our thrill was enormous when again in '45 this marvelous serial was shown. Apparently it had been out of the building when the fire took place.

Today I was able to track down an old man who used to work for the long gone distributor. The official records show that there were two copies in Denmark and one was officially junked and destroyed as late as 10/10/51. The other copy vanished somewhere in Denmark, and it was never returned to the distributor and there is no record that it has been destroyed. Why the company never tried to follow up the case I don't know. This should have happened in April, 1950. Next week I'm going to talk to a person who was handling the mentioned copy. There is a chance . . .

Janus Barfoed
Vedbaek, Denmark

(Continued on next page)

(Continued from page 199)

Editor's Note: We'll stick by our guns that THE LONE RANGER cost $150,000 to $200,000 (pg. 183). This includes actual production expenses and studio overhead. Not included is the cost of prints and distribution expenses.

Filming started on Sunday, 11/28/37, at 8:00 a.m. and finished on Friday, 12/31/37. The last scene was shot at 10:30 p.m. on New Year's Eve. The picture finished shooting exactly on the schedule predicted. It took 29 working days to film, but after the first Sunday on which they started they did not shoot on any other Sundays, nor on Saturday, December 25, which was Christmas Day.

In the featurized version of the serial, called "Hi-Yo-Silver", new footage was added to give the individual segments from the chapter-play a continuity they might not otherwise have had. The story opens at the Lazy U Dude Ranch (time: present, 1940). Dickie Jones (the youngster in BLAKE OF SCOTLAND YARD—pg. 145) sees Smokey (played by Raymond Hatton) brushing a white horse, and comments as to it being "a pretty horse." Responds Smokey: "It ought to be. His great great granddaddy was Silver, The Lone Ranger's horse . . . I knew The Lone Ranger well . . ." and goes on to tell the story, shown in flashback. At the end, Smokey alludes to the fact Sammy (played by Sammy McKim in the serial) was his father.

Raymond Hatton passed away in late 1971 at the age of 79.

* * *

Kudos to John Aquilante who loaned to us several stills for the FLASH GORDON'S TRIP TO MARS story; and D. Victorek, who we neglected to mention earlier as sending along photo 14 (pg. 179) for the TREASURE ISLAND coverage.

* * *

TEMI does not concur with Buster Crabbe's opinion of the merits of BUCK ROGERS (pg. 194). It was, in many areas, superior to the Flash Gordon entries. Present plans include giving this serial in-depth coverage during 1972.

* * *

Perhaps you already noticed, this is the 200th page of TEMI. A happy miracle—thanks to you!

TEMI / EDITOR & PUBLISHER • ROBERT M. MALCOMSON
CHIEF – ILLUSTRATIONS DIVISION • JAMES A. STRINGHAM

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